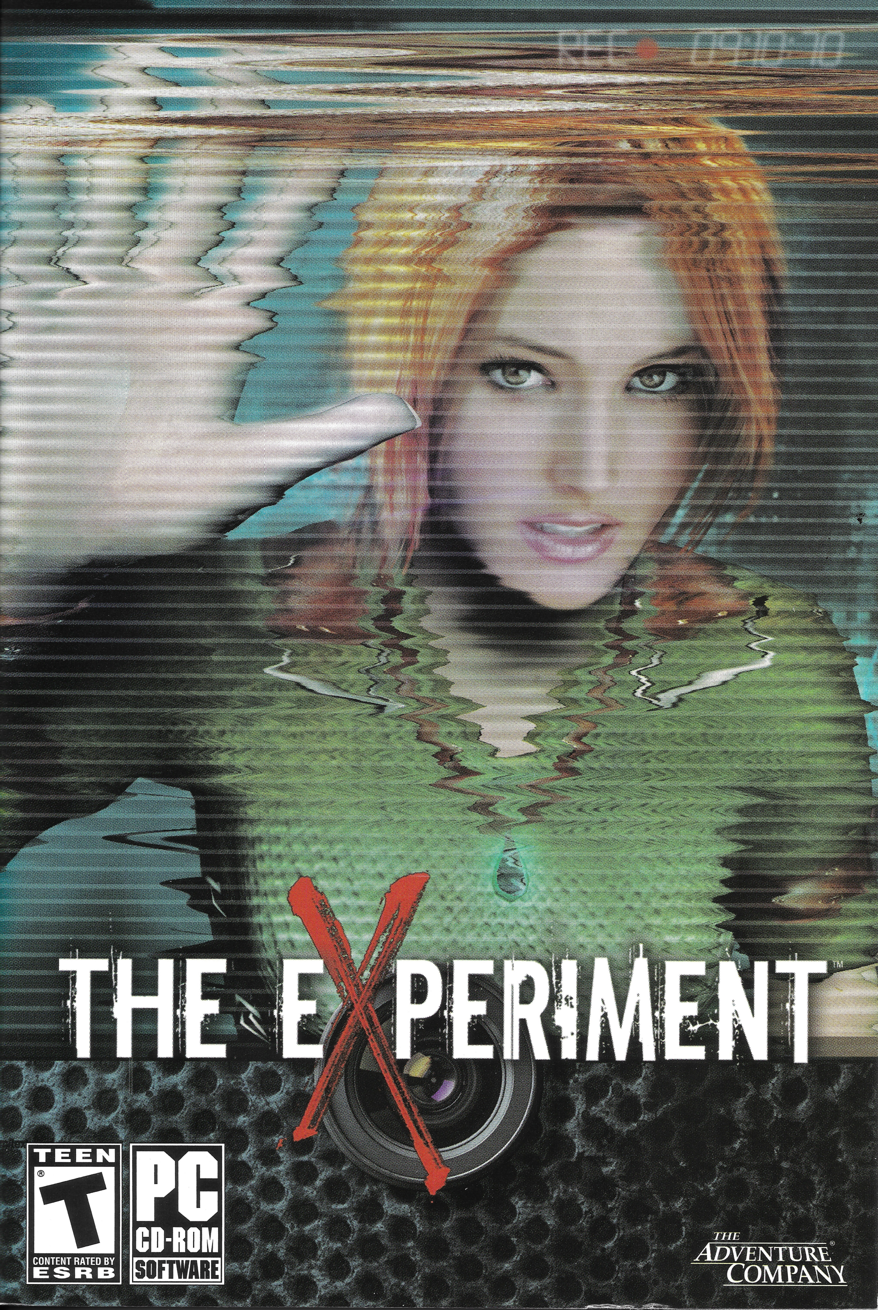

THE EXPERIMENT™

TEEN
®
T
CONTENT RATED BY
ESRB

PC
CD-ROM
SOFTWARE

THE
ADVENTURE®
COMPANY

Epilepsy Warning

Please read this caution before you, or your child, commence play of a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily lives. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no previous history of seizures. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise parents to supervise their children when playing video games. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as possible.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for 10 to 15 minutes for every hour you play.

THE EXPERIMENT™

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System Requirements

Before installing the game, verify that your computer meets the game's system requirements:

Minimum:

OS: Windows® Vista™/XP
Processor: 1.5 GHz Pentium® 4, AMD® Athlon® or Equivalent
Memory: 512 MB of RAM
Video: 64 MB Graphics Card, Supporting Vertex and Pixel Shader 1.1, Compatible with DirectX® 9.0c
Sound: DirectX® 9.0 Compatible
Hard Disk Space: 1.4 GB of Free Space

Recommended:

OS: Windows® Vista™/XP
Processor: 2.0 Ghz Pentium® 4 or Equivalent
Video: 128 MB GeForce® 6 or Equivalent
Memory: 1 GB of RAM
Sound: DirectX® 9.0 Compatible
Hard Disk Space: 1.5 GB of Free Space

Note: If your system meets these requirements and you still notice system decelerations, you may improve your system's performance in the Options Menu by reducing shadows, decreasing resolution and by using only two cameras.

Installing and Uninstalling Your Game

Installing Your Game

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus and anti-spyware software which may interfere with the installation process.

To install *The Experiment*, follow these steps:

1. Insert *The Experiment* CD into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.
3. If the auto-run mode on your computer is disabled, follow these steps:
   a) From your Windows® desktop, click on the Start button and then click Run...
   b) Type the letter of your CD-ROM drive followed by Setup.exe (e.g.: D:\Setup.exe) and then click the OK button.

   OR

   a) Double-click on the My Computer icon (either on your Desktop or in your Start menu).
   b) Right-click on the CD-ROM drive with *The Experiment* CD and select Open to access the contents of the CD.
   c) Double-click on the Setup (application) file to launch the installation.
4. Read and click-to-accept the End User License Agreement, and then follow the on-screen instructions.
5. The installation will automatically create a program icon group and a shortcut in your Windows® Start menu.

Uninstalling Your Game

To uninstall *The Experiment*, follow these steps:

Option 1: From your Windows® Desktop, click Start ∫ All Programs ∫ The Adventure Company ∫The Experiment ∫ Uninstall The Experiment

Option 2: From your Windows® Desktop, click Start ∫ Control Panel, and then select Add or Remove Programs. From the list of currently installed programs, select *The Experiment* and click the Remove button.

Admission Circular

The Head of Admissions welcomes you to the EDEHN base.

You are on a scientific site that is at the cutting-edge of technology in applied biology. Your scientist status must not make you lose sight of your military status. EDEHN is a high security facility, subject to the discipline of army elite corps. This note serves as a reminder of salient internal regulations, copies of which are available for distribution at the registration desk, 1st deck, room A89.

- *Members of the base are strictly prohibited from communicating with the outside during the service period regardless of the medium used (mail, radio, etc.). Leaving the base is restricted and subject to the approval of your service head.*
- *All research work is the exclusive property of the military authority. It is explicitly forbidden for EDEHN members to make personal copies of material or reveal content outside the base. Any violation is severely punishable.*
- *Outside the tanker, researchers are responsible for maintaining the highest degree of discretion about the nature of their work and its objectives.*

Be proud to be a part of an exceptional mission whose results will swiftly provide new hope for humanity.

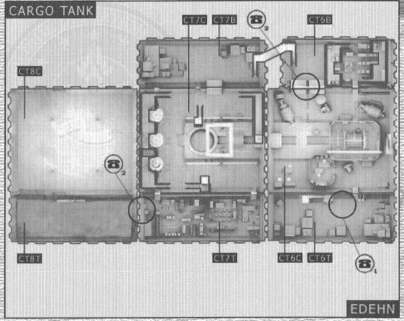
EDEHN Project Head

EDEHN Base Plans

EDEHN is a military base classified as a grade C "defense secret," under the direction of the Department of Defense. It occupies a five level supertanker class vessel.

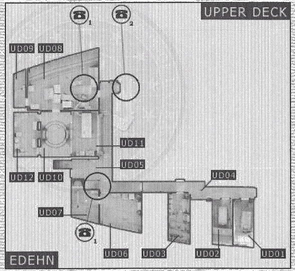
1) **Cargo Tank**, housing the bathyscaphe launch platform, maintenance stores and unlisted locales;

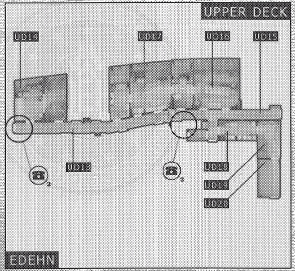
CT6T-CT7B: storage room
CT6C: repair room
CT6B: store
CT7C: submersible deck
CT7T: computer room, locker rooms,
CT8T-CT8C: unlisted locales



2) **Upper Deck**, housing the chemical ecology lab, experimental and comparative ethnology lab, laundry room, boiler room and cabins;

UD/1-04: rooms,
UD/05-12: chemical ecology lab
UD/06: laundry
UD/07: boiler room
UD/13-17: experimental and comparative ethnology lab
UD/18: locker rooms
UD/19-20: showers/sauna



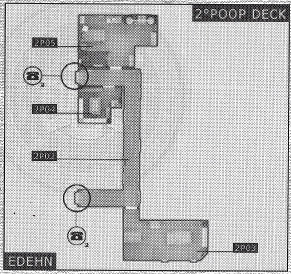


3) **First Deck**, housing the behavioral ethology and pharmacology lab, inhalation lab, galleys and mess. This area is connected with the exterior deck.

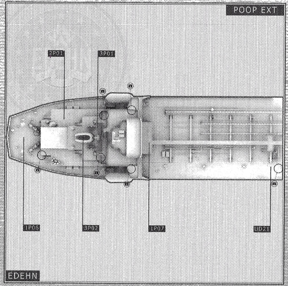
1P/01-03: galleys, mess and common room
1P/05: security room
1P/08: archives
1P/09: behavioral ethology and pharmacology lab
1P/04-1P/10-11: inhalation lab

4) **Second Deck**, housing the medical section

2P02-2P05: hospital
2P03: doctor's surgery
2P04: dispensary


2°POOP DECK
2P05
☎2
2P04
2P02
☎2
2P03
EDEHN

5) **Third Deck**, where optical signaling instruments are installed.


POOP EXT
2P01
3P01
1P06
3P02
1P07
UD21
EDEHN

Hierarchy

Distinct from other military institutions, EDEHN base has only three levels of hierarchy: captain, lieutenant and sub-lieutenant. The military authority thus articulates its philosophy regarding the smooth progress of scientific work conducted by professors (lab heads) or lower ranking personnel. The professors are:

Moche Zeitfel: Head of chemical ecology lab

François Pierre: Head of experimental and comparative ethology lab

Alain Mourin: Head of behavioral ethology and pharmacology lab

Resa Leeglind: Head of inhalation lab

Alabdah Melik: Head of medical section

Stephen Algun: Head of geology and tyriadontology

Jack Lowel: Head of external Triades area

Andy Leonard: Sub-lieutenant responsible for the rear security of the tanker

Michael Lincoln: Lieutenant responsible for the advanced security section of the base

All this information is available for reference on the base's intranet where you will find shared folders, which we urge you to read attentively.

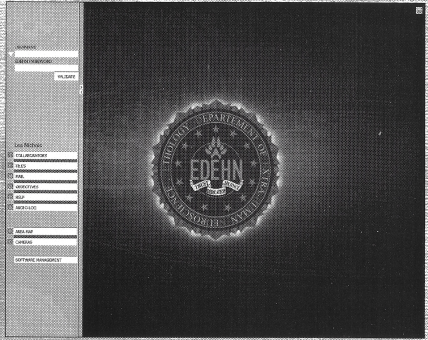
Surveillance System User Manual

EDEHN is a scientific and military base classified as a grade C "defense secret". The base has a cutting-edge security and surveillance system. This manual is intended for use by the EDEHN surveillance team and provides important information on the use of our computer system.

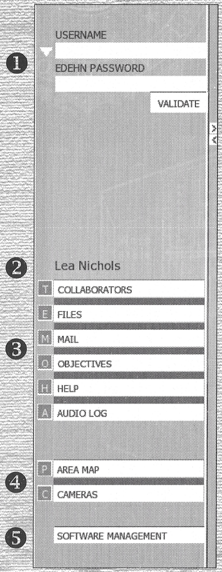
The base's security system is protected by a code, which will be communicated to you when you are required to use this function.

Overview

Organization of the base's surveillance system is simple. You will quickly learn to use the browsing tools with ease.


USERNAME
EDEHN PASSWORD
VALIDATE
Les Nichols
COLLABORATORS
FILES
MAIL
OBJECTIVES
HELP
AUDIO LOG
AREA MAP
CAMERAS
SOFTWARE MANAGEMENT
EDEHN

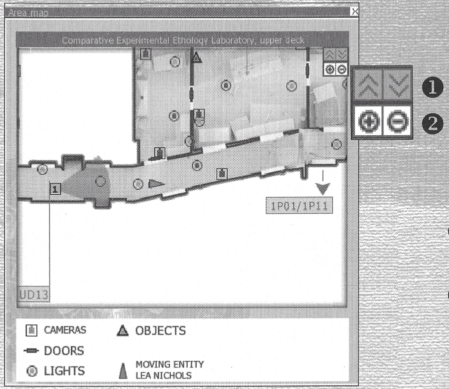
A single toolbar at the left of the screen offers access to all the system's sections: intranet, surveillance system and maintenance tools.


①
USERNAME
EDEHN PASSWORD
VALIDATE
②
Lea Nichols
T COLLABORATORS
E FILES
M MAIL
③
O OBJECTIVES
H HELP
A AUDIO LOG
P AREA MAP
④
C CAMERAS
⑤
SOFTWARE MANAGEMENT

① Dropdown list of sessions
② Session used
③ Intranet
④ Surveillance system
⑤ Application maintenance

Surveillance System

Plan


Area map
Comparative Experimental Ethology Laboratory, upper deck
1P01/1P11
UD13
CAMERAS
DOORS
LIGHTS
OBJECTS
MOVING ENTITY
LEA NICHOLS
①
②

① Icons for display of upper and lower levels
② Icons for zooming in or out

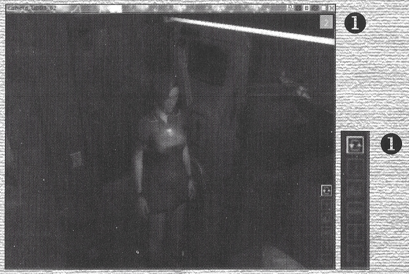
The EDEHN plan is accessible from the "Plan" text in the toolbar. It indicates the cameras, doors, lighting points, various objects and the positions of the base's personnel. To hide or unhide these elements, simply click on the name in the legend.

Cameras, lights, doors and objects can be activated from your computer. Simply click directly on the corresponding icon on the plan. The activated elements always display in blue and the others in red.

Arrows at the upper right of the plan allow you to display the plan of the upper or lower level. You can also zoom in or out using the "+" and "-" icons at the upper left of the plan.

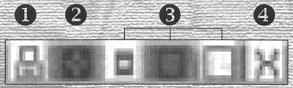
Note: Remote activation of objects or sudden lighting changes enables you to draw the attention of the personnel present in the area in the event of a microphone failure or an imperative for silence.

Cameras



① Camera number
② Camera functions
  - ⅄ Rotate
  - ⅄ Brightness
  - ⅄ Zoom
  - ⅄ Thermal imaging
  - ⅄ Pheromone
  - ⅄ Sharpness

Click on the icon to activate the function.



① Freeze windows
② Automatic surveillance
③ Camera window resizing
④ Close window

Activating Cameras:

Cameras can be activated by clicking on the ones that you want on the plan or by using the **automatic surveillance** function. This function (located at the upper right of the camera windows) is used to monitor an EDEHN member's movements anywhere on the base. The movements automatically activate the cameras close by and display on your screen.

You can also activate the "automatic surveillance" function by right-clicking on a camera on the plan.

Managing Cameras:

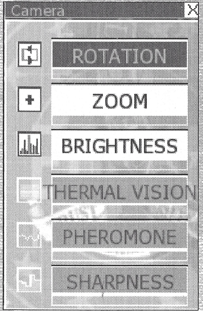
A maximum of three cameras can be displayed on the screen.
Resizing of the camera windows can be carried out by using the buttons at the upper right of the window.

To move a window, simply click on its upper bar and drag it to the desired position.

Special Camera Functions:

List of the functions and their working status are accessible from the "cameras" tab on the toolbar.

To activate a function on a camera individually, click the corresponding function button at the lower right of the camera viewing window.



Click a function button to activate this function on all the cameras. To activate the function on a single camera, you can alternatively drag and place the function's icon on a camera viewing window.

Rotate: To take over control of the camera, activate the rotate function at the lower right of the camera window and left-click the image while dragging the mouse to where you want to view.

Zoom: For zooming, activate the zoom function at the bottom right of the camera window and right-click while moving the mouse forward. To zoom out, make a right-click while moving the mouse backward.

Alternatively, you can use the mouse wheel.

Note: Other special functions are also available to specially accredited personnel. If that is your case, you will receive special instructions.

Intranet

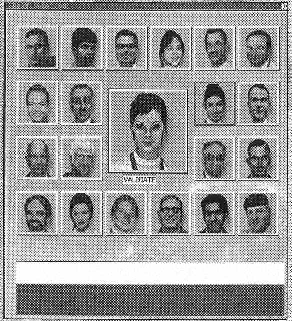
Intranet represents the principal means of communication between collaborators on the base. Using the intranet, EDEHN members exchange work and send messages. The intranet also holds a large database with an archive of the records and information about the base and its members.

Open a Session

You can open a session by entering your login details at the top of the toolbar. You can also access your record and personal folders.

Note: The login details of your subordinates appear in the dropdown list at the upper left of the toolbar. You must enter them all correctly in order to be granted access.

Collaborators



Click on a photo to access the corresponding personal record.

The "Collaborators" tab gives access to a profile gallery and the personal records of the EDEHN members. Personal records contain information on the collaborators and the access codes in their possession.

It is however necessary to know their usernames and passwords to access this information, which will be the case if you are the line officer. You have the possibility to receive accreditation depending on the profiles of your subordinates in the same profile gallery.

Folders

The intranet has an archive of numerous folders.

Certain folders are public (shared folders) whereas others are personal.

Folders classified as "sensitive" are only accessible to certain members of the base.

Shared Folders:
These are folders common to all base members and accessible regardless of accreditation. They contain general information on EDEHN, our project and life on the base.

Personal Folders:
These folders are your personal space, accessible only through your username and password. You can store your private documents and current research that is not yet ready for publication.

Sensitive Folders:
These folders, protected by special codes, are intended for certain accredited members of the base.

Correspondence

The "Correspondence" tab gives you access to the messages exchanged among the base's members. To read your messages, enter your username and password.

Note: Any fraudulent use of another's identity in order to access their personal folders or correspondence without their knowledge is severely punishable.

Objectives

You and your team will be assigned specific objectives.

Objectives and subsequent planning are described on the intranet in the "Objectives" menu. Objectives can change, can be modified and are accessible regardless of accreditation.

System Maintenance

From the "Application management" tab you can backup and restore your work. Please note that automatic backups are carried out regularly.

You can customize the interface or exit the surveillance system.

Remote Control of Equipment:
You can operate devices using our computer system. Simply activate the equipment by clicking on the plan's corresponding icon. Operating instructions will be explained to you automatically.

Assistance

Suggestions:
You can **direct Léa** by drawing her attention: open a door, turn on a light, make the phone ring, and so on, she will then go in the direction indicated by you.

Remember to **observe the environments** well. It might reveal information that might be interesting or indispensable for assisting Léa.

Objectives to be achieved can be referenced in the "Objectives" menu on the navigation bar.

The **"Help"** menu provides path routes to take when you don't know how to proceed.

If you forget a password or code provided by Léa, you can find it by referring to the **audio history** in the toolbar at the left of the screen.

In the "Application management" menu, it is possible to carry out a **backup of one's session**.

Finding the login details of a base member will allow you to access their personal records and provide you, if necessary, **access to certain parts of the base**.

Reading messages from the team and crew is the best way to keep current with the latest rumors on the base.

It is preferable to activate the "rotate" and "zoom" functions in the camera functions loading window and activate the others individually on each camera's viewing window.

It is possible to separately deactivate the display of objects, light, doors and cameras on the plan. You can then select one of these elements more readily.

It is possible to get accredited directly in the profile gallery by selecting a collaborator and clicking on "Get accredited."

In the options, you can configure the display using four shadow processing allowing you to improve the performance of the game.

The First 30 Minutes of Play

Warning: The following pages contain the solutions to the beginning of the game. We suggest that you only read this if you are stuck.

Begin by getting to know Léa Nichols, member of the EDEHN base. She obviously needs your assistance to get out of this wreck. After the introduction, Léa goes to the corridor and makes her way to the first room (UD02). Follow her movements using the cameras and the rotate function.

After the main switch is reactivated, turn on a light in UD02. Léa doesn't find anything interesting there.

Guide her up to UD03 using the lights you activate by using the plan. Activate an object on the right for Léa to find the night vision cartridge. Load the cartridge and activate the night vision feature on the camera.

Léa will then define 2 objects:

- Familiarizing you with the interface.
- Finding the hydroxic oxydrine to inhale.

Next, guide Léa to the door to go to UD05 and attempt to open it. The door is blocked. To unblock it, activate the camera on the other side of the door in night vision. Use the rotate function and notice that a man is blocking the door.

He is frightened upon seeing that he is being observed and takes flight, allowing the door to open.

Then guide Léa to the laundry (UD06). She might lose consciousness for a few moments. After she regains consciousness lead her to the boiler room (UD07) and show her the key on the floor.

Make Léa come out to the corridor and lead her northward. The young woman may lose consciousness once again. Watch the motion. When Léa comes around she sees Prof. Zeitfel's dead body in UD11.

Your new objective is to recover his magnetic key in a room filled with concentrated hydroxic oxydrine.

Lead Léa to UD08 and try to turn on a light in the room. As that does not work, switch to night vision and guide Léa around the room by throwing light on the objects.

Make her see the mutant plant in UD09, then lead her towards the door of room UD10.

A code is required to open the door. Enter Léa's username (l.nichols) and the password (eurythmia) to access the intranet under her ID. The code to open the door is marked on her personal record, which you can access from the "collaborators" tab on the general menu. The code is 251803.

It's now up to you to assist Léa in her search and survival...

THE EXPERIMENT™

Credits

The Adventure Company

Production

Producer
Mike Adams

Associate Producer
Vasso T. Kontoulis

Executive Producer
George Chastain Jr.

Developer Support
Mark Christensen

Marketing

Global Product Marketing Manager
Byron Gaum

Art Director
Jay Kinsella

Graphic Designer
Esther Sucre

Web Design
Ted Thompson

PR Coordinator
Suzanne MacGillivray

Quality Assurance

QA Coordinator
Vasso T. Kontoulis

External QA
Quantic Lab SRL

C.E.O
Stefan Seicarescu

Project Manager
Stefan Seicarescu

Lead Tester
Bogdan Hiriscau

Testers
Emil Sarmasan
Raul Petran
Radu Popescu

Legal Affairs
Leslie Rosenthal
Susan Karnay

Executive Management

President
Werner Gruenwald

CEO and VP Marketing
Marshall Zwicker

VP Global Production
George Chastain Jr.

Resnick Enterprises

Music and Voice Over
Recorded at Studio Atlantis, Hollywood CA

Casting
Resnick Interactive Development, LLC

Voice Directors
Mike Adams
Todd Resnick

Post Production Services
www.gamecues.com

Lexis Numérique

Writer
Nicolas Delaye

Lead Programmer
Sébastien Chemin

Game Designer
Nicolas Delaye

Project Manager
Nicolas Delaye

Assistant Project Manager
Jean-Stéphane Enoc

Artistic Direction
Nicolas Delaye

2D Designers
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Olivier Derouetteau
Alexandre Bonvalot
Nicolas Delaye

Interface Graphics
Gérald Obringer
Nicolas Delaye

3D Designers
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Edouard Pham
Alexis Dzimira

Additional 3D Designers
Frédéric Michel

3D Animators
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Samuel Chauvin
Emeline Bafon
Guillaume Marquès

Cinematics
Christophe Devaux

Programmers
Sébastien Chemin
Jérôme Suray

Additional Programming
Jean-Stéphane Enoc

Level Designers
Pierre-Guillaume Baret
Nicolas Delaye

Ingame Dialogue and Documents
Olivier Bleys

Voice Recording
Studio Talkover

Actors
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Marie Zidi Huguet
112 –
Anatole de Bodinat
Mike Loyd –
Christian Fischer Naudin
Ermite Fou –
Christian Fischer Naudin
Moche Zeitfel – Christian Fischer Naudin
Miilyan –
Karine Laleu
François Pierre – Anatole de Bodinat
Alain Mourin –
Christian Fischer Naudin
Stephen Algun –
Christian Fischer Naudin
Resa Leeglind –
Karine Laleu
Andy Léonard –
Anatole de Bodinat
Michael Lincoln –
Christian Fischer Naudin
Radio Operator – Anatole de Bodinat
Pilot –
Anatole de Bodinat

Voiceover for the movie projected in the briefing room
Karine Laleu

Lexis Numérique Testing
Stéphane Giromini

Production Director
Delphine Fenioux

Creative Director
Eric Viennot

Marketing Director
Djamil Kemal

Associate Directors
José Sanchis
Eric Viennot

L2PMusic Team

Music
Lionel Payet Pigeon

Sound Effects
Lionel Payet Pigeon
Julien Canavaggio

TESTS (RelQ)

Lead Tester
A.P.Sunil Kumar

Testers
Vinay SM
Sindhur SR
Subash George

Micro Application

President
Philippe Olivier

Production Director
Rémy Poirson

Product Managers
Vincent Munoz
Caroline Richard
Alexandre Leroy

Producers
Pascal Mory
Xavier Laisney
Nicolas Gaborieau
Philippe Groleau

Press Relations
Sandrine Loegel

QA
Sébastien Aubre
Stéphanie Heunthep
Vincent Lerenard

International Sales
Thierry Genre

Manual
Mylène Avignon

Manufacturing
Sophie Pastre
Valérie Barrière

Special Thanks To
Julien Dominique
Antoine Molant

Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support
http://www.adventurecompanygames.com/tac/support/index.php

You may also complete the Technical Support form located at our Website at:

Email Support
http://www.adventurecompanygames.com/tac/forms/tech_support.php

Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Product Warranty

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US$8.00 to cover postage and handling fees. (Please Note: Add US$2.00 for each additional disc).

Please be sure to include the following:
- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:
DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
United States

End-user Software License Agreement

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This Software License Agreement ("Agreement") is a legally binding agreement between DreamCatcher Interactive Inc. ("DreamCatcher") and you. Please read the Agreement carefully before using the software. If you have any questions about it, we encourage you to seek independent legal advice. By clicking on "I AGREE," you are agreeing to be bound by the terms of this Agreement (by law, clicking on the "I AGREE" button constitutes a valid signature). If you do not agree to be bound by the terms of this Agreement, please cancel the installation of this application and return the product to your point of purchase for a refund.

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